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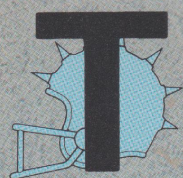
REALMS

- Miniatures
- AD&D
- Warhammer
- Runequest
- Paranoia
- Competitions

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This is Blood Bowl - and *anything* can happen!

Sports fans, the ancient ritual of the lost god Nuffle is back! And it's bigger, better, meaner and spikier than ever before!

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The package includes: two complete teams of hand-sculpted plastic miniatures in lifelike detail; a massive Astrogranite playing pitch in high-density, expanded polystyrene; the new mind-blowing Blood Bowl Handbook; plus completely revised and updated rules. You will be playing the basic game in minutes, adding extra systems for even greater realism as you master the game.

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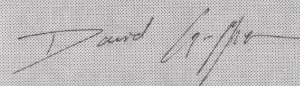
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Australian Realms has not been available through quite a lot of hobby shops for some time. Slowly, things are changing. Every issue orders increase from a growing list of book and hobby shops. We are happy to understand that there had already been many failed attempts at a national magazine, and thus understood the reluctance of a lot of hobby and book stores to stock us. But as with all things time changes attitudes. Now shops can see that we haven't died after issue 2, and that as far as we are concerned we're here to stay. We thank all the stores that have stocked us from issue 1, and all the stores that will be stocking us in the future.



David Griffin.

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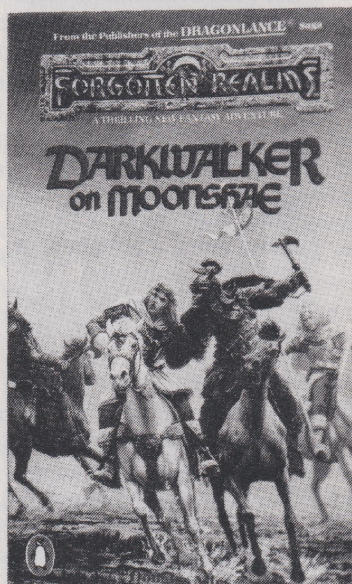
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Reviews

DARK WALKER ON MOONSHAE

Forgotten Realms novel By Penguin Books/TSR \$9.99



Darkwalker on Moonshae was the first Forgotten Realms novel, it was also the authors first. Douglas Niles has done a good job on this novel, especially considering the awkward position he was in; the first Forgotten Realms novel and his first means he would be pretty nervous about the quality of the final product. I think it would be fair to say Niles has done an incredible job, considering the position he was in. He carries the story through remarkably well, jumping from each of the events taking place simultaneously without losing the reader.

The novel tells the first part of the tale (yes, another trilogy) of a young prince trying to come to grips with his father (king) and with the knowledge that he will one day have to be King. Amongst this is a light flitter into love, and more importantly a massive battle to stop the villain, the beast. It is this battle that shows the young prince Tristan that he does want to be King.

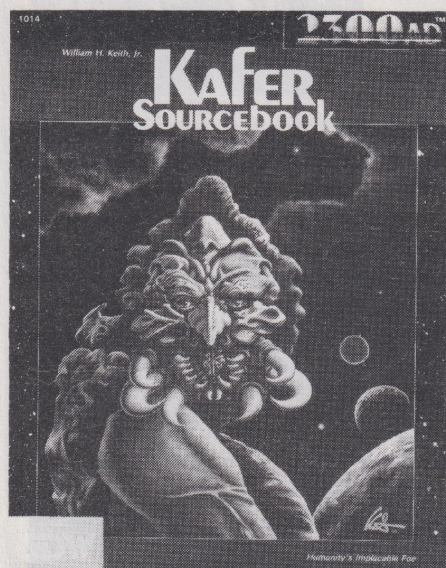
Basically it tells the story of Tristan coming of age, growing up to become eventually a possible choice for King, instead of the womaniser he is at the beginning of the novel. The book gets across very well the Celtic feel of the Moonshae Islands where the story takes place. The enemies, characters, and general setting fitting together very well to create a smooth story which seems very realistic. Perhaps this is just because of the way Niles also gets across the violent life style the Ffolk (our princes subjects) lead, indeed needed when surrounded by so many foes.

Overall I enjoyed this novel a lot, better than an Elric slap, kill, groan, snore effort. One of the reasons I enjoyed it was for the background, and Niles excellent efforts to convey the atmosphere to the reader. I wait with great anticipation for the follow up novels.

Overall — 8.5 Reviewed by Malcolm Adler.

THE KAFER SOURCEBOOK

By GDW \$19.95



Two or three years ago this supplement would have been an interesting addition to the array of role-playing material available. However, in the current market it doesn't stand out at all. Although the people at GDW have done a fine job in updating Traveller, via Traveller 2300 and MegaTraveller, I think that they have merely ensured the games survival, as opposed to extending their market. Basically, this supplement is Boring! I'm not saying that any of the sections were bad, nor, good. They just existed in a removed limbo. As a result I hate it, mainly because I have to personally write this review and the book is so boring (I don't know what to say). So it is, that I turn to general abuse. The book is: tedious; wearisome; uninteresting; indifferant; dry; irksome; stodgy; flat; stale; monotonous; repetitive; wet; slow; dragging; leaden; arid; uninspiring; insipid; dreary; stuffy; dull; prosaic; drowsy; soporific; somnific; tiresome; unvarying; uniform; cloying; satiating; palling' jaded; and most of all, not very exciting!

Please do not assume that I have anything against this supplement that is personal. In my opinion, it was just not a product that captures imagination, and that is what Roleplaying is all about.

So with all that now said, I will attempt to balance this review, if that's possible. Two points come to mind: a) The cover was in colour and it was glossy; b) There is quite a lot of information included for the price.

Where I think constructive advice could be put forth is mainly in the area of the content itself. It is written in a style that is too removed from any emotional basis, and doesn't go into enough depth as regards useful roleplaying help, ie: possible scenarios etc.

The Kafer Race are supposed to be BAD! They come across as a colourless menagerie of wimps. The only way this supplement could be said to be colourful would be if you only referred to the cover!

Overall-4
Reviewed by Mark Hendley

DUNGEONQUEST

By Games Workshop
\$59.95



Now this is a good example of packaging. The game is stylishly presented (I know people who bought it because of the cover art on the box) and that style continues well into the game itself. Its greatest attribute, though, is the pace and difficulty of play. A game would be lucky to take an hour at the very most and, as it states in the rules, any player has about a 15% chance of winning. Now there are only four players so that means you can have a game in which NOBODY wins. In fact there is only a 60% chance that there will be a winner at all. I would consider this to be an exaggeration as in the 11 games I have had so far there have only been 2 winners.

This game has been out for quite some time, so why are we reviewing it in Realms. Well we were so impressed that we just had to include it. Realms wasn't around when the game was released so we've backdated for this review as an exception to our gold-

en rule, "Never review anything older than Colin's IQ" (Sorry Colin?).

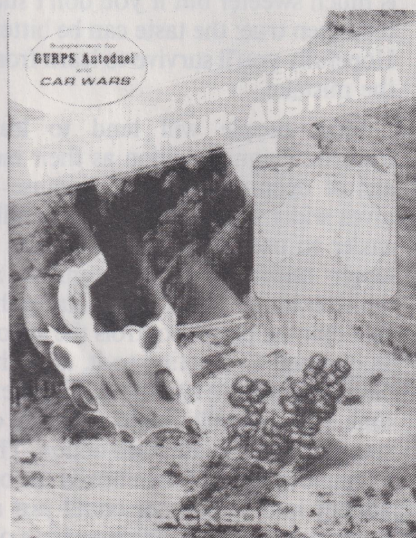
So to the gameplay itself: incredible. I would say one of the only games I know that is truly fair to all players. You won't get any greater chance to win by choosing a particular character. Basically it won't matter, because everyone will die anyway. So how can you possibly enjoy losing so much? I don't know, but you do. Its a game in which the victory is not nearly as important as the way you played the game. And when you do win a true feeling of accomplishment sweeps through you, making you feel really good.

Overall-9
Reviewed by Mark Hendley



ROAD ATLAS & SURVIVAL GUIDE

Volume 4 — Australia
By Steve Jackson Games
\$14.95



This supplement for GURPS Autoduel and Car Wars was written by Australians, certainly not a first for a supplement, but this was definitely the best effort I've seen so far. This sourcebook was very well detailed and play-tested, I don't know how long they spent testing it, but how ever long it was, it was done very thoroughly.

This sixty four page soft back book investigates Australia — the new super power, and general economic giant. It has a detailed look at every state and the major towns and cities of each state. All in all the writers have done a wonderful job of this. I enjoyed reading it, and it would make a fine campaign setting for almost any associated game (Dark Future and various science fiction games spring to mind). The information presented tells you what you need to know, which is a lot more than most supplements do these days, with companies putting out var-

ious settings which usually leave out such basic facts as populations, or major industries.

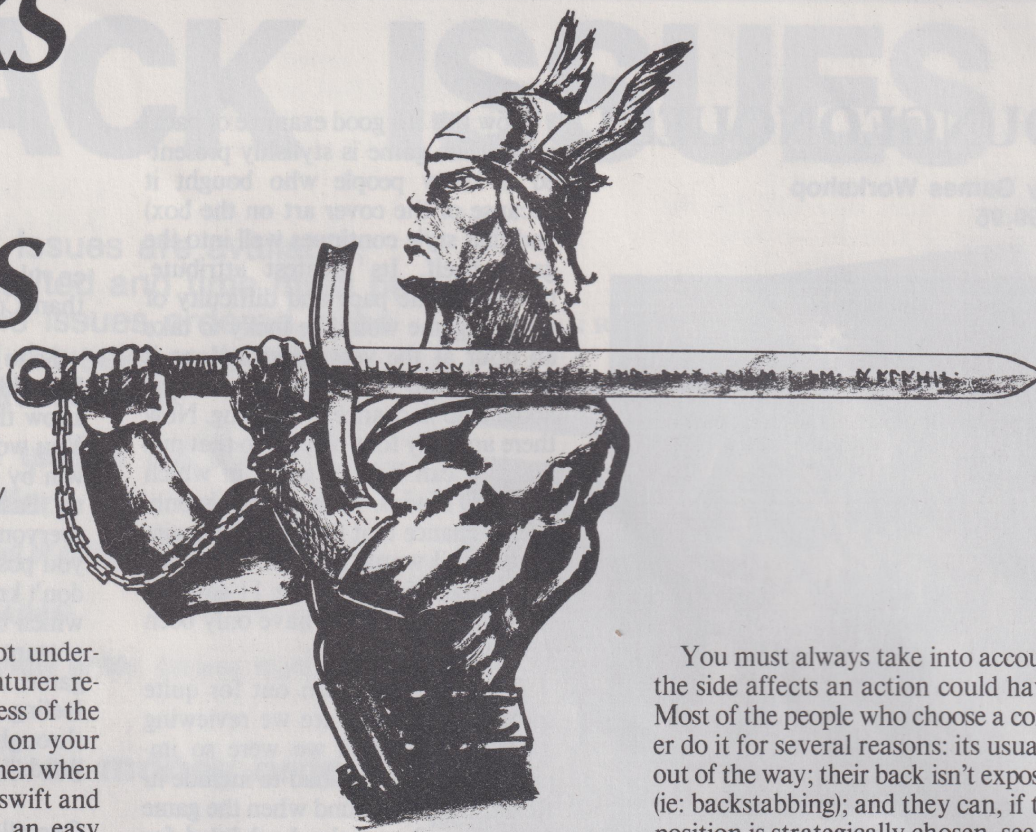
The scenario was also well done, combining well with the background. Of course this setting is of more than just a 'how will it play' interest in Australia, many being curious as to what has happened to our country. I think as a setting it is very well done, but as a view of Australia in the future it excels. It follows a usually logical path, sometimes I feel it gets a little close to home with some of its details, where it starts to tell us of the plight of refugees. Perhaps it would have been better to avoid such areas (as they come across as an immature fantasy).

Overall I think it is a good setting, well worked out and geared very well to Car Wars and GURPS.

Overall — 7.5
Reviewed by Colin Taber.

TRICKS AND TRAPS

by Mark Hendley



"Ah! But still you do not understand, lad. To be an adventurer requires a truly subtle awareness of the world around you. Always on your toes, ready for action...and then when action is required it must be swift and uncomplicated. Such is not an easy life. Those who survive will be the best, knowing all the tricks and traps. And so, you too must be quick to learn. For also true: those who know all the tricks and traps will be those who survive. And to be sure they will be the best: you must be better, if you want the edge."

Then in one swift motion Fawn Eventide tipped the table so its opposite edge fell flat against the youths neck. In one brief moment he had forfeited his life by believing he could possibly be better than one of the best...and losing the gamble. His last breath dwindled as Fawn walked off, eyed by everyone in the room, one of which was heard to remark, "Stupid kid. Yu don draw steel agin her, leastways not if there's a bar mirror showin yu blade under de table".

The above situation was an example of creative roleplaying. It once took place in an AD&D game but that does not mean it could not have occurred in any one of the numerous range of other games, science fiction included. Just in case your a little lost as to what happened, allow me to set the scene. The character Fawn was to meet a potential henchman at "The Green Griff-INN". She arrived 4 hours early, set her self up and wait-

ed. Setting up consisted of finding a table that was side-on to the bar mirror, allowing her to see under it. When the young fighter drew a shortsword underneath the table she immediately saw him and quickly made sure that he wouldn't try it again.

So how can you be "creative" in your roleplaying?! Basically there are two types. The first is the planned creativity and the second is impulsive creativity. The latter of the two is the more difficult, yet will provide greater satisfaction as it requires quick witted action. Often a combination of the two will be used as in the example above. Fawn planned the use of the mirror but the table was a quick reaction to the situation at hand. Later she adapted the concept when she went to see a "shady-type" about some information. He was sitting in the corner (as many shady types often do) and took affront to a comment she made. He leapt to his feet drawing his blade. Fawn surprised him when she purposely fell backwards and then from the floor pushed up with her legs braced against her edge of the table. The table then pushed, and boxed, him into the corner, giving her time to escape. This adaptation could be of either of the two forms of creativity but whichever, it was certainly affected by past experience.

You must always take into account the side affects an action could have. Most of the people who choose a corner do it for several reasons: its usually out of the way; their back isn't exposed (ie: backstabbing); and they can, if the position is strategically chosen, see all of the room. Yet, it has a not so obvious disadvantage, as seen in the second example above.

So always weigh all sides of an idea, it may prove to be more of a problem than clever idea. Of course that's not so easy in relation to Impulsive Actions. They happen quickly, in a brief moment, and don't give time to examine in any detail. This is what makes them more fun though. The quicker you can think the more you can examine the concept within the split second. It's more of a risk. When such a gamble pays off the taste of success is much sweeter but if you don't succeed then true: the taste can be bitter. Hopefully you'll survive to learn from the mistake.

Most people will tend to lean towards Planned Action as their means of operation. This is because it gives wider freedom and is generally easier to use. Also because it has a larger number of opportunities at which it can be used. This is due to the fact that the player controls the action as opposed to reacting to it, as is the case in Impulsive situations. To an extent, you can still obtain a degree of spontaneity with Planned action. The example in which Fawn boxed the opponent into the corner could just as easily been planned. She may have observed the situation and thought of the

idea before she walked over to the corner, just in case. She still wouldn't know if it would succeed and therefore would only find out if and when she had to use the idea.

There are many clever tricks that can be used to outwit an opponent. Not only is there a large pool of ideas from friends and books/movies etc, but there is also an equal, if not greater, number of adaptations. For instance, almost every AD&D player knows about caltrops. A large amount of these people also know what fun adding a few marbles to the bag can be. An adaptation follows. Two small caltrop like devices are weighted. Between each of the corresponding arms tie a thin piece of cord or wire. When dropped, or even better placed, one arm of each will project upwards, as with normal caltrops. However, the thin cord or wire adds the potential for the pursuer to trip, becoming entangled while they're at it.

Another source of ideas, that is never ending, involves the use of magic. This opens so many possibilities that for a creative player the list is

almost endless. A few examples: The first level Magic User spell-shocking grasp includes a small amount of text regarding using a metal conductor to send the charge along. A small metal rod with a thin piece of wire attached does wonders here. Place a small weight at the other end, and all of a sudden the spell has a range as long as the wire and only needing a to hit roll. Note that for opponents in metal armour, discount its contribution to AC as the charge passes straight through. Do count Dexterity bonus though. Another example involves the use of continual light. Most AD&D players have used this spell to create permanent lanterns etc. One group of players I know also used it offensively against the drow in modules D1-D3. They created mirrored bowls that had shutters and continual light cast upon there centre. Lo and behold a spotlight that can be directed at and opponent blinding them (and worse in the drows' case). One final example is one of the cleverest things I have ever had a player think of: He was building a fortification to settle down in. It was to be a University of Magical Research and

as such, was to have a few surprise defenses. One of them in particular was quite simple and just as clever. It involved the four towers. They were not like the normal castle tower in that they were almost solid rock. Each tower was twenty feet square with a one foot square hollow section running down the centre. From that hollow section small(two inches by two inches) tunnels branched like arrow slits. All of these were facing outwards. Now at the top of each tower was a tight fitting stone block that could slide into place very quickly. Once in place it had to be winched open using a simple mechanical device. This is how the towers were used: enemy troops were allowed to come to within 30 feet of the walls. Then a Magic User in each tower would cast a fireball down each vertical hollow. Before the blast could come back up the tunnel, it would be blocked using the moving stone block mechanism. The resulting confined fireball would then escape through the small tunnels were it would spray forth from the walls incinerating any opponents in range. The walls soon came to be known as "The walls that breathe death".

So there they are: A few examples that I hope inspire you to a few more, perhaps better ones. To close I'll leave you with one more example of Impulsive planning.

The players had stopped over at an Inn for the evening. One player, who was called Marik, saw a beautiful woman beckoning to him to join her in the corner. He promptly obliged at which point she started to scream rape. Now understand that he hadn't even touched her. He knew what her allegation could do in a small town like this and panicked. Luckily for him his adventuring mate didn't. His name was Fingol the Famous. At the exact instant he heard the scream he raced over to the corner, slapped the woman to the ground, yelled "How dare you assault my freind", and then promptly assisted his astonished friend out of town as quickly as possible. By the time the stunned onlookers had worked out what had happened the escape was complete.



THE FINAL CHAPTER

A look at the final chapter and perhaps most important Warhammer release since the three game books.

By Malcolm Adler.

With the release of Realm Of Chaos we see the Warhammer mythos complete. Not only does chaos pervade the fantasy world, but it reveals itself in the forty-first millennia. This long awaited expansion to the Warhammer games has been at least two years in the making, and will soon be available. Several books comprise the set, making one of the largest background expansions for any game. The only exception perhaps being the 'House' books of Battletech. The first book "Slaves to Darkness" will retail for approximately \$60.00.

Warhammer 40,000

Now the fight for the survival of humanity takes on new and an even more desperate pace. Not only must the Emperor and the Inquisition fight the enemies of humanity, but it is revealed that a secret war is being waged with chaos itself.

This combines well to make the appearance of Skaven (Space Rats, Realms #3) and the possibilities of corruption in the Inquisition (Realms #4) an even greater threat to man. Now the final fight is really on. But before

the Imperium can fight chaos itself and its servants, it must cleanse itself, to purify the society it has built, riddled with secret cults worshipping the foulest of the chaos gods.

Magic makes its first appearance, flanked by an increased emphasis on mutants, other races and chaos itself. Magic is directly linked with chaos, this creates a doubly damaging position for the Imperium. Your not safe in the empire, your not safe in the Inquisition, your not safe at all.

The Imperium has many enemies in many forms, from corruption in the Inquisition, to the awesome forces of chaos itself, and including others such as Eldar Renegades, and the feared Traitor Legions of the Chaos gods. The renegade mutant marines changed after ten thousand years of being caught in the Eye of Terror, the eye of warp space. The battle for survival is a long, hard, secret one, which the Emperor alone cannot win.

Warhammer Fantasy Battle & Fantasy Role Play

We are all familiar with chaos in the Warhammer fantasy world, but now we are given information showing the full extent of this power. Information is given on the four major chaos gods, mutations — the mark of chaos, and new magic.

Now entire chaos armies can be assembled and battled with. Citadel is of course releasing dozens of new figures covering most of the types of mutations, and with planned future releases covering miniatures, supplementary material and a battle scenario coverage for this new area in Warhammer looks promising.

Even though Warhammer Fantasy Role Play reeks of chaos, the Realm of Chaos supplement shows how alarming the problem really is. Strengthening the theme of the never ending battle between Law and Chaos, for control of not only the Old World, but the entire globe. It is similar in theme to Moorcock's Elric novels



about the eternal battle, and from here the name of the supplement was taken.

With the final fleshing out of chaos, adventurers can now finally realize what they are up against. Chaos hasn't been strengthened to create an unbalanced game with no chance for law. Chaos has merely been explained, elaborated on and revealed in all of its might. This doesn't make it an immortal opponent, but a worthy, and truly challenging one. We are all familiar with the ideas of chaos and its allies running rampant in some parts of old world society, more is now revealed. The so called inevitable defeat of law looks even more material, sturdy adventurers are going to need more than divine intervention to turn the tide of this ill-fated battle.

Opinion

When the final version arrives we will have an indepth review of this major expansion to the Warhammer mythos. However, with preview material appearing in magazines, some Warhammer players are asking if it is going to be good enough. Perhaps they are thinking of not wanting to encourage Games Workshop to follow other companies' "how many hardbacks?"

Realm of Chaos will include lots of colour artwork, and photos of miniatures. It will also contain a painting guide and tips on modelling miniatures. It will cover magic, new army lists for the chaos warped legions in Warhammer 40,000 and more.

For both of the Warhammer fantasy games there are few, if any problems. But, some Warhammer 40,000 gamers are annoyed at the link with chaos. This link has always been hinted at by Games Workshop and the game itself. What do you really think warp space is? Sounds familiar, like warp stone perhaps, which appears in the fantasy games. We will see what the Realm of Chaos tome really contains, and what changes it will cause in the games. After reading all the material published on the book (going back to White Dwarf 82), and after speaking with Games Workshop themselves, I don't think anyone will

be disappointed. The book will merely conclude the Warhammer mythos, and open up new areas to gamers who play the games.

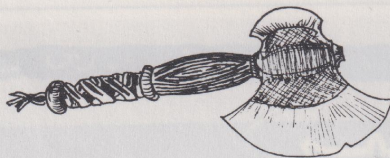
Realm of Chaos will certainly change the style of the Warhammer games, but what it will basically be doing is just re— emphasising chaos, not over powering the game system with

twelve headed chickens running around on horses legs with demon blades and warty skin. For this is what some gamers are actually expecting, let this myth be put to rest, we will have an extra length review of the first volume "Slaves to Darkness" when available (probably appearing in issue #6).

Until then let us wait and see!



NEWS



By the music of three hippies playing a guitar, a flute and singing with great joy we begin (why are there three hippies across the road for? I dunno, but if ya shut ya winda ya won't ear 'em).

Just when you thought it was safe to go back to the newsagent, you find Realms. Not only that but with a yet again mutating format. Among the mutations in future issues are the additions of probably two new columns. The first being the Trading Gallery, which complements the Monster Gallery, giving new equipment, weaponry, psionics and spells for all systems (fantasy and science fiction). The second being a miniatures column featuring colour photographs based on the format of the miniatures article in this issue. Bear in mind that this will only start if we get a strong "yes" message through the post. We are also sad to announce the departure of Crime File. Overall it has not polled well enough in the readers survey to warrant it staying. Please note that this doesn't mean we won't publish Super Hero articles that we receive. If you are annoyed that it has been cut, please tell us (the overall poll results show that it was not popular enough to be continued in a column format).

In the following issues you will notice more colour and more pages. This is what a lot of you have been asking for. As advertising and our circulation grows we will be more than happy to push these changes through.

We repeat our offer of free advertising for public clubs. Just send us details of time, place and games played. We will then run the advert in the following issues, the advert being used to fill awkward gaps. This is the last time we're mentioning it, so if you don't get an advert in, Tuff! (who's Bad?).

I take it by now we have all seen that GDW happened to put out a supplement for one of its games called Rebellion. Well, while we were hard at work making lots of background so we could give it all away again, Mr Johnny Farnham has created another co-incidence. What this time I hear you ask. Well the name "Age of Reason" happens to be an integral part of our still displaced 'what name are we going to use after a bunch of people have already used it?' role playing game (sometimes I wish I was a hippy).

This month's favour is to go to your local hobby shop and see if they stock us, if they don't ask them to! You don't have to buy one, just let them know that we exist. It's all very nice going through newsgagents, but this does miss the core of the popular gaming market who shop at gam-

ing stores. This in turn means we have a circulation big enough to sustain us, but if it were bigger we could make the magazine bigger as well!

Australian Realms (if it starts a regular miniatures column) will be needing freelance miniature painters. Anyone interested should send a small sample of their work to us (with a stamped self addressed envelope, or we can't return it). Anyone who is interested should have good enough skills to equal the paint jobs we see on the Citadel Miniatures adverts. Please include your phone number as well.

Would people be interested in any of the following subjects having their own monthly, or less frequent columns? The topics are;

- (1) Play by Mail Games.
- (2) Computer Game Reviews.
- (3) Movie Reviews and Book Reviews.
- (4) Live Role Playing.

We remind people who are involved in tournaments or conventions that one of the purposes of the News page is to inform other readers of upcoming events. If you know of one, or are helping to organise an event please write to us and let us know the details.

An as yet untitled boardgame of elemental combat is being prepared for playtesting. The game concentrates on three elements and uses some tricky strategies and twists to make playing it a challenging game.

Big things are planned for Games Workshop's Dark Future car combat game. We will have an indepth review of the game in the coming issues.

We would like to know if people would find a special issue (meaning two issues in one month) which only contained scenarios for various systems a good idea. Such an issue would contain probably six scenarios (at least) and would be a one off. It would be the same size and price as Realms.

The posters advertised in earlier issues are not going to be going ahead at this moment due to the other company (it being a joint venture) pulling out. We will continue to negotiate with other companies until then stay posted.

We thank everyone who participated in the readers poll, the results are listed below;

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By the way if anyone is interested (and I doubt it, you ungrateful swines), the hippies are still singing about all things wonderful and natural. I hate hippies, they're so nice!



THE DIVINIST — AN NPC CLERIC SUBCLASS

by Adam East.

The Divinist is a Clerical Subclass, and whereas Clerics are concerned with primarily curative or defensive spell casting, Divinists are concerned with spells of an informative nature.

Divinists require the following minimum ability scores: Wisdom 9; Intelligence 9; and Charisma 10. Those Divinists with a wisdom score of 15 or above gain a 10% bonus to experience points awarded by the DM.

Human Divinists can advance to any level, while those of other races can advance to the following maximum levels: Dwarves (All) 7th; Gnomes (All) 6th; Elves (All except Dark) 10th; Half Elves 6th; Halflings (All) 4th; Half Orcs 4th.

Multi-Classed Divinists can exist as follows: Half Orcs and Half Elves can become Divinist/Fighters. Half Elves can become Divinist/Magic Users, while Half Orcs can become Divinist/Thieves. Note: The normal structures for multi-classed characters apply.

Divinists use the saving throw and 'to-hit' tables for Clerics. They are allowed to use oil and the following armour and weapons:

Armour: Shield, Leather, Padded, Studded Leather, Elfin Chain, and Bronze Platemail.

Weapons: Aklys, Club, Flail, Hammer, Garrot, Lasso, Mace, Sap, Staff, Staff-Sling, Sword-Khopesh, Whip.

Divinists must be of one of the following alignments: Neutral Good, Neutral Evil, Lawful Neutral, Chaotic Neutral, or true Neutral.

Divinists gain bonus spells for high wisdom as clerics do. At 6th level, a Divinist can attempt to join an Order of Seers. Joining such an Order will require a payment of 2000-8000 gp, and the performance of some action, such as defeating a higher level Divinist in non-lethal combat.

Acceptance into an Order occurs after the preceding requirements have been met, and a Ceremony spell is cast on the new initiate. Joining the Order

allows the character to cast 1st Order spells (and 2nd/3rd Order spells at higher levels). There are no penalties for not joining an Order, but a Divinist will not be able to cast any 'Order' spells until such membership is obtained.

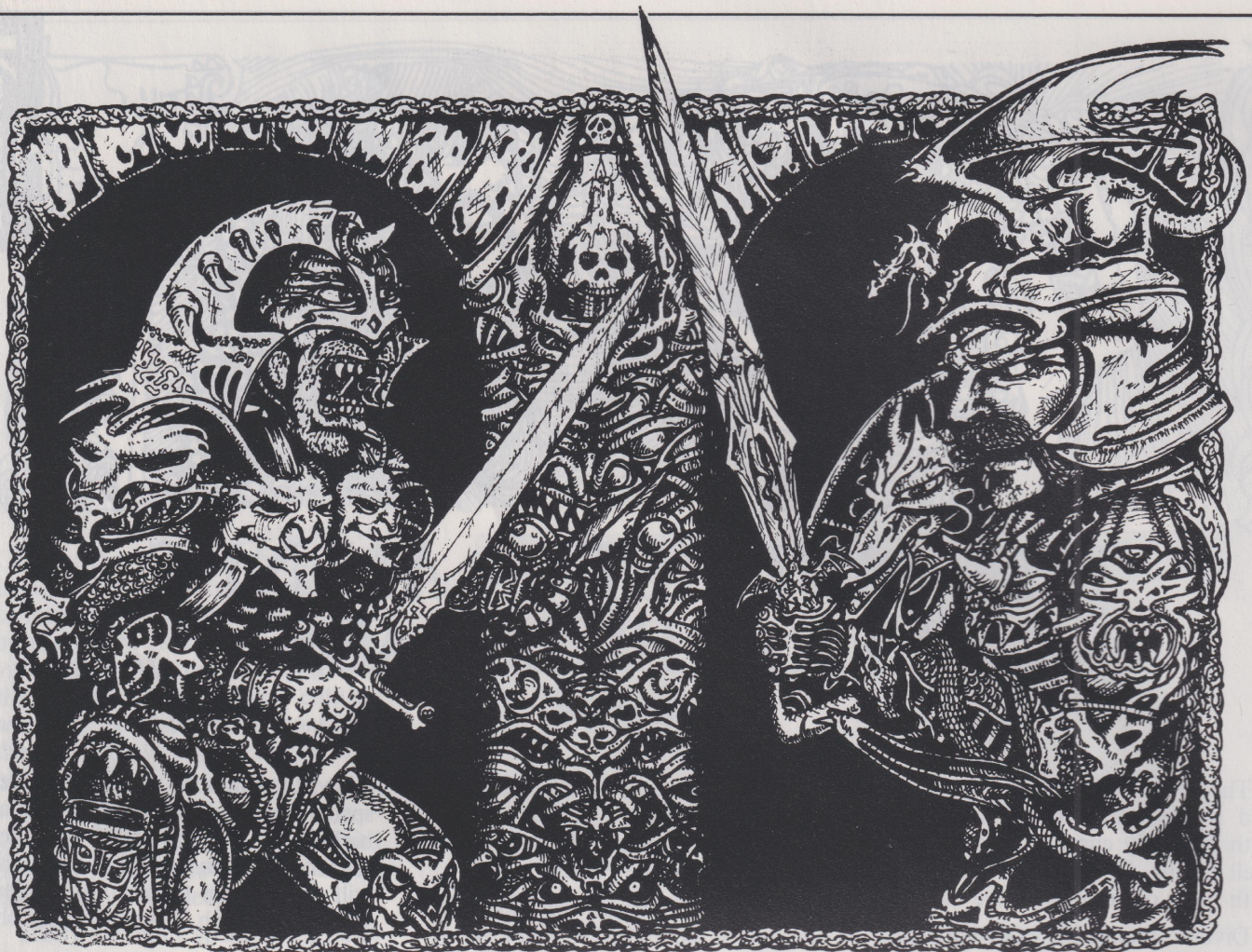
At 10th level, a Divinist who is a member of an Order will gain one to four first level followers (Divinists) and one 1st level follower of another class (Cleric-50%, Druid-30%, Fighter-15%, Magic User-5%). For every level gained thereafter, one to four 0-level men-at-arms will also join the Divinist's entourage.

Divinist Experience Point Table

XP	Level	HD(d8)	Title
0-1300	1	1	Auspicate
1301-2600	2	2	Haruspex
2601-5200	3	3	Medium
5201-10500	4	4	Soothsayer
10501-21000	5	5	Augur
21001-42000	6	6	Seer
42001-63000	7	7	Sage
63001-85000	8	8	Oracle
85001-120000	9	9	Diviner
120001-200000	10	10	Sage Derkhat
200001-320000	11	10 + 2hp	Oracle Derkhat
320001-560000	12	10 + 4hp	Diviner Derkhat

Divinists require 240 000 experience points per level for each level to be gained after 12th.

Divinists gain 2 hps per level after 10th.



Spells Usable by Level

Level	1st	2nd	3rd	1st Order	4th	5th	2nd Order	3rd Order
1	2							
2	2	1						
3	3	1						
4	3	2	1					
5	4	2	2					
6	4	3	2	1				
7	4	3	3	1				
8	4	4	3	2				
9	4	4	3	2	1			
10	4	4	3	2	2			
11	4	4	3	3	2	1		
12	5	4	3	3	2	2		
13	5	4	3	3	2	2	1	
14	5	4	4	3	3	2	1	
15	5	5	4	3	3	2	2	
16	5	5	4	3	3	2	2	1
17	5	5	4	4	3	2	2	2
18	6	6	4	4	3	3	2	2
19	6	6	5	4	4	3	2	2
20	6	6	6	5	4	3	3	2
21	6	6	6	6	4	4	3	2
22	7	6	6	6	4	4	3	3
23	8	7	7	7	5	5	4	4
24	9	8	8	8	6	6	5	5
25	9	9	9	9	7	7	6	6

Notes about the following tables:

Spells with a letter after their name, are treated as spells of the same name from that class.

C = Cleric M = Magic User
S = Shukenja (Oriental Adven)
D = Druid I = Illusionist
W = Wu Jen (Oriental Adven)

Spells without a letter after their name, are new spells, and are described afterwards.

Divinist Spells

1st Level

1	Comprehend Languages	C
2	Detect Balance	D
3	Detect Disease	S
4	Detect Magic	C
5	Detect Snares and Pits	D
6	Find Age	
7	Identity	M
8	Know History	S
9	Locate Animal	D
10	Penetrate Disguise	C
11	Portent	C
12	Predict Weather	D
13	Read Magic	M
14	Read Illusionist Magic	I
15	Speak with Animals	D
16	Trance	S

2nd Level

Augury	C
Count	
Detect Charm	C
Detect Illusion	M
Detect Invisibility	M
Detect Life	C
ESP	M
Find Traps	C
Know Alignment	C
Locate Object	C
Locate Plants	D
Warning	S

3rd Level

1 Clairaudience	M
2 Clairvoyance	M
3 Detect Curse	S
4 Detect Lie	C
5 Detect Shapechanger	W
6 Divination	C
7 Dream Sight	S
8 Know Endurance	
9 Know Motivation	S
10 Resistance	
11 Speak with Dead	C
12 Weakness	

4th Level

Commune	C
Commune with Nature	D
Contact other Plane	M
Fate	S
Magic Font	C
Remember	S
Speak with Plants	D
True Seeing	C

5th Level

1 Aura	W
2 Find the Path	C
3 Legend Lore	M
4 Speak with Monsters	C
5 Stone Tell	C
6 Vision	I

1st Order

1 Ceremony	C
2 Continual Light	C
3 Create Food and Water	C
4 Dispel Magic	C
5 Feign Death	C
6 Mirror Image	M
7 Negative Plane Prot	C
8 Prot from Evil, 10' r	C
9 Remove Curse	C
10 Silence 15' r	C
11 Slow Poison	C
12 Withdraw	C



2nd Order

Dispel Evil	C
Dispel Illusion	I
Exorcise	C
Extension I	M
Minor Globe of Invuln	M
Monster Summoning I	M
Neutralise Poison	C
Prot from Cold	
Prot from Fire	D
Prot from Lightning	D
Remove Paralysis	C
Ultravision	M

3rd Order

1 Animate Object	C
2 Atonement	C
3 Blade Barrier	C
4 Control Weather	C
5 Creeping Doom	D
6 Know Abilities	
7 Heroes Feast	C
8 Holy Word	C
9 Mental Strength	S
10 Reincarnate	M
11 Truemorph	
12 Turn Wood	D

New Spell Descriptions

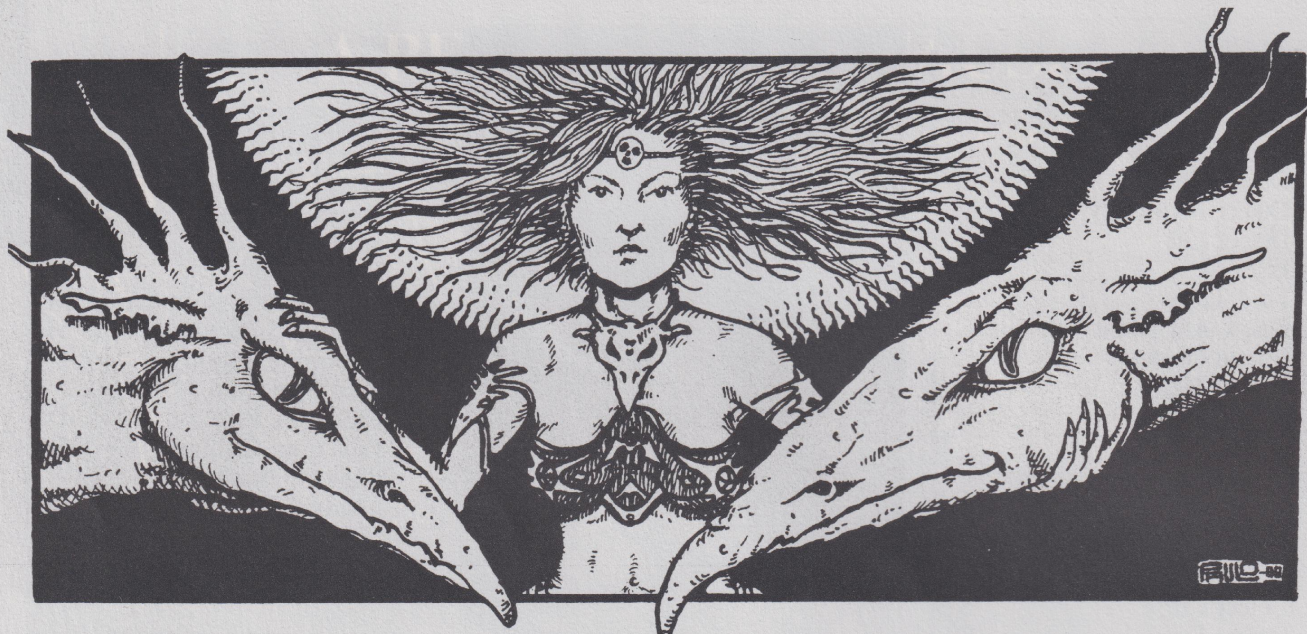
Find Age (Divination) Reversible

Level : 1
 Range : 3"
 Duration : 1 turn
 Area of Effect: 1 object/round
 Components : V,S,M
 Casting Time : 1 round
 Saving Throw : Neg

Explanation/Description: This spell is able to fairly successfully tell how long a corpse has been dead, or how old any other object is. The spell is accurate $\pm$ 25% plus 1% greater accuracy per level of the caster (eg: a 12th level Divinist attempting to find the age of a 1000 year old artifact, would find an age between 870 to 1130 years for the artifact — 1000 years $\pm$ (25% — 1%/level)).

The reverse of the spell, *Obscure Age*, totally prevents magical age determination.

The material component for either form of this spell is a piece of coal with the date inscribed on it. If a living creature is the subject of this spell, they gain a saving throw versus Spells.



Count (Divination)

Level : 2
 Range : 1"/level
 Duration : 1 round/level
 Area of Effect: Sphere 1"/level
 radius
 Components : V,S
 Casting Time : 2 segments
 Saving Throw : None

Explanation/Description: This spell allows the caster to know the number of one particular type object within the area of effect. If the objects to be counted can be seen (eg: a pile of coins in front of the caster), then the exact number of objects will be known. Otherwise the spell will be accurate within a 10% range. Note: the type of object to be counted by the spell must be determined before the spell is cast. If there is any change to the number of objects in the area of effect, the spellcaster will know the new number if the spell duration hasn't expired.

Know Endurance (Divination)

Level : 3
 Range : 6"
 Duration : 1 turn
 Area of Effect: 1 creature/round
 Components : V,S,M
 Casting Time : 3 Segments
 Saving Throw : Negates

Explanation/Description: This spell allows the caster to roughly know how many hitpoints a creature has. The material component for this spell is a dagger.

When this spell is cast, the DM should take the average amount of damage done by a dagger (2.5 hitpoints), and divide the creature's hitpoints on whom this spell has been

cast by that number (2.5). This number is then rounded down to the nearest whole number. Inform the spellcaster that this is how many hits are required to kill the creature. With this information, the caster will usually determine whether to attack, retreat, etc. If the PC tries to calculate the possible number of hitpoints the creature has, do not help him in any way, especially if they make a mistake.

Resistance (Divination)

Level : 3
 Range : 6"
 Duration : 1 turn
 Area of Effect: 1 creature/round
 Components : V,S,M
 Casting Time : 3 segments
 Saving Throw : Neg

Explanation/Description: When cast, this spell allows the caster to know one Resistance of a creature. More than one creature can be tested for Resistances, but a creature can only have one Resistance made known for each casting of this spell.

A Resistance can take the form of additions to saving throws to fire or cold, impervious to non-magical weapons, immune to paralysis, and other similar protective abilities. Creatures who have this spell cast on them, gain a saving throw versus spells, which, if successful, means no resistance is found.

If this spell is cast on a creature with more than one type of resistance, then the DM should decide randomly which resistance is detected, if any. Adversely, if this spell is cast on a creature that does not have resistances (or

in other words, Special Defences), the spell will show that this is the case.

The material component for this spell is a crabs shell.

Weakness (Divination)

Level : 3
 Range : 6"
 Duration : 1 turn
 Area of Effect: 1 creature/round
 Components : V,S,M
 Casting Time : 3 Segments
 Saving Throw : Neg

Explanation/Description: This spell is similar to the spell, Resistance, except that it reveals a creature's weakness, rather than a Resistance.

Weaknesses include such things as penalties on saving throws versus particular types of spells, being especially susceptible to fire or cold, or weaknesses such as a vampires inability to cross running water, etc.

The material component for this spell is a piece of jade worth at least 500 gp, which has had a continual light spell cast on it, and is also inscribed with the word 'Kryptonite'.

Protection from Cold (Abjuration)

Level : 2nd Order
 Range : Touch
 Duration : Special
 Area of Effect: Creature
 Touched
 Components : V,S,M
 Casting Time : 5 segments
 Saving Throw : None

Explanation/Description: This spell is the same as the 3rd level, Protection from Fire spell, except that it applies to damage caused by cold.



Know Abilities (Divination)

Level : 3rd Order
Range : 6" + 1"/level
Duration : Instantaneous
Area of Effect: One Creature
Components : V,S,M
Casting Time : 8 segments
Saving Throw : Neg

Explanation/Description: If the saving throw versus spells is failed by the creature on whom this spell was cast, it will cause the caster of the spell to know the approximate number of hit points the creature has, its special attack and defence forms, if any, and possibly any weaknesses it has, if any. (Cf Know Endurance, Resistance, Weakness spells).

The material components for this spell, are a silver divining rod worth 1000 gp, encrusted with gems worth another 1500 gp. Also, a silver dagger, and a piece of jade worth 500 gp are required.

Truemorph (Abjuration/Alteration)

Level : 3rd Order
Range : 2"/level
Duration : 2 rounds/level
Area of Effect: One Creature

Components : V,S,M
Casting Time : 5 segments
Saving Throw : Neg

Explanation/Description: Truemorph causes any creature not in its natural form, eg: Shapechanged, Polymorphed, Gaseous Form, etc, to return to its natural state. The creature cannot subsequently attempt any form of metamorphism until the spell duration has expired. The creature is allowed a saving throw versus Breath Weapons at -4 when the spell is first cast, which if successful negates the spell.

The material components for this spell are a silver ring worth 500 gp. This ring must be swallowed and then two potions drunk. The first potion is a type of acid though it does no damage to the caster, the second potion is a highly salty brine. The potions can both be bought from an alchemist for 250 gp each.

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Shadow of the Wolf

by Sandar Oomitrez

Excerpt from a speech to the council of Kinsly Upper, by Master Thaumaturge, Sandar Oomitrez.

You should all be aware of the recent atrocities committed in the Gyvalian Pass, but I fear you may be confused as to their nature. Bands of militia roam the countryside, burning down entire forests, evicting innocent farmers from their homes, rife with blood and plunder on their off hours and, aye, I've heard of rape committed for their pleasure. All of this, to catch an innocent werewolf whose only crime was beauty, and whose only mistake was settling in the wrong place at the right time. The real atrocity, I speak of, is all this wasted time, all this pain and rage vented chasing shadows, while the real killers almost certainly laugh behind scented handkerchiefs.

I am here to dissuade you from this bloody mindless course of action. I am here to tell you of the true nature of the wolf.

No-one will deny the existence of lycanthropes, werewolves as they are commonly called. There have been too many eyewitness accounts, too many studies by so-called thaumaturgians. Aye, even my colleagues can be guilty of a little exaggeration if it makes their tale more exciting. But none of these reports have a shred of scientific method, of sympathetic study. Pah! These reports are meant for little more than scaring children, and you would believe them.

I feel it is my duty to clear your heads of these ignorant misconceptions.

Lycanthropy is hereditary, not some foul disease as you have been lead to believe. This misconception is the most understandable, and therefore the most contemptible. A man who goes wild after being bitten by a wolf or dog is suffering little more than rabies. While crazy, he certainly does not grow fur and fangs. True lycanthropes, on the other hand, inherit this curious ability from their forebears. The gene in question is a rare recessive,

making the chance of its reinforcement quite small. Even a dominant gene may remain dormant for as long as the lycanthrope lives. He may lead a perfectly normal life, apart from sidelong glances at mention of the peculiar behaviour of a distant cousin. But, then again, the gene may become active. The trigger in question is not any wolf bite or witch's curse, but simply the cry of a wolf pack in the night.

Any hunter will tell you of the thrill they receive when they hear the cry of the wolf. To them, the ability to cast off civilised mores, to become one with their prey, is the most exhilarating feeling they know. They may fear the wolf pack, but they also admire and envy it. To hunt, not for sale of meat or fur, nor for protection of crop or

sport, but simply to eat; to make love, not with some carefully arranged spouse, but with a mate chosen in the thrill of the moment; to be free. All of this can be evoked by the cry of the wolf, and it is this deep yearning for freedom which activates the latent gene, triggering the first transformation..

Which brings me to another ignorant misconception. Lycanthropes are not slaves to the ebb and flow of the lunar cycle. Witches would have us believe the cycle of the moon rules all, but their domain is limited to the fertility of peasant wives. A lycanthrope can change at will, when he can no longer resist the call. That they have been known to change more often at the time of the full moon is simply a matter of practicality. The



full moon gives the best light for the hunt, so wolf packs are more likely to roam at that time. And more likely to howl. And, of course with our weak and limited senses, we simply see wolves more often when the moon is full.

I doubt the transformation is painful. The urge to change can become rapidly addictive, which would not be the case if it was agonising. Not only does the thrill of the hunt become more psychologically satisfying, but it also has tangible physiological benefits. The increased metabolism of the wolf form acts to cleanse the system. Indeed, there is evidence that continued transformation may have rejuvenating effects over long periods. All of this, along with the inevitable rejection by his peers, eventually serves to drive him permanently from society. He dies as a wolf.

As for issuing your men with silver weapons. Hah! Of course a silver weapon will harm a wolf, but only if it is sharply honed like any normal blade. Apart from this curious double existence, lycanthropes are completely normal. Human and wolf.

All through this I have been calling the werewolf a man, but genetics knows few boundaries and, as you are all aware. The lycanthrope you are hunting is a woman. The most beautiful woman of peasant background in the region. So it is not surprising Duke Ulijerma was attracted to her, when he commandeered her master's lodge during a hunt. But I doubt if she was attracted to him, as you have been told. I know for certain there was no long, tempestuous affair, for the lady was already betrothed.

I see you do not understand the depth of her fiancée's love. To stay with her, even when he could see the distraction in her eyes at the distant howl of the wolf pack. To care for her, when she returned naked and shivering, hardly remembering where she had been. To steadfastly shield her from gossip, and finally to die allowing her time to escape your misdirected revenge.

She certainly would not have abandoned devotion such as this for empty promises of jewels and silk. Which

means she could not have killed the Duke when he told her he was already married.

Look at the objective evidence, gentlemen. The only time the Duke ever approached her, she rejected him in front of witnesses. When the Duke was found dead, the nearest wolf pack was leagues away. And, though I don't deny his wounds were inflicted by a canine, I do point out there was no evidence of trampling, and only one bite pattern. Werewolves hunt with packs, my lords, the very reason for their existence. Duke Ulijerma was killed by a single animal.

Ask yourselves these questions. Would not someone scouting the Duke's itinerary almost certainly have heard of these rumours of a beautiful werewolf?

Could not the men who approved his itinerary, knowing the Duke's

predilection for beautiful peasants, have planned to use her as a scapegoat if they wished to kill him? After all, it is difficult to rise to power without acquiring some enemies.

And finally, I offer you this evidence. Our Thautalgy has become very sophisticated. Indeed, we can now simulate many events which occur in nature. Observe."

At this point, Sandar Oomitrez changes into a wolf, and the meeting is adjourned by that most effective of chairmen, Panic.



MONSTER GALLERY

NYNX

By Craig Woods

Number: 1 (unique)

Armour: -5

Move: 15"

HD: 35 (240 Hps)

%Lair: 0%

Treasure: Nil

Attacks: 4

Dmg: 1-10/1-6/1-6/1-6

MR: 40%

IN: High

AL: Chaotic Neutral

Size: L (10' at shoulder)

X.P: 6000

Notes: The Nynx was accidentally brought forward from the Dimension of Nightmares by an evil wizard. The wizard was slain by the Nynx and it escaped into the wilderness. The Nynx is black in colour with blood red eyes. Its first attack is an attempt to impale its opponent upon its front horns (1d10). The other attacks are its claws (1d6), its spiked tail (1d6), and its bite (1d6).

The saliva of the Nynx is highly venomous. If the victim is successfully bitten, they must make a saving throw vs poison at -4 to the roll. If successful nothing happens but if the saving throw failed then the victim becomes deluded for 2-12 turns. A deluded character attacks any creature or character adjacent to them. Spells cannot be used by deluded characters, but they can fight with weapons to the best of their ability. There is no cure for this venom except for a Neutralise Poison Spell which will negate 1 turn of effect. The Nynx has infravision for 90' range. The Nynx is immune to all (including magical) fire and cold based attacks. Electrical attacks do 1/2 damage, if the Nynx makes the saving throw it takes 1/4 damage. Since the Nynx does not breathe it is not affected by any gases. The Nynx is immune to sleep, charm, hold, and disintegrate spells.



BLATORN

By David Yoxill

Number: 1-6 (4-40)

Armour: 3

Move: 14"

HD: 8

%Lair: 40%

Treasure: A,U

Attacks: 4

Dmg: Bite 1-8; Horns 1-10; Claws 1-6;

Weapon +4

MR: Standard

IN: Low

AL: Chaotic Evil

Size: L(8' high)

X.P: 650 +5 Hp.

Notes: Blatorns are a race of flesh-eating predators. They are extremely muscular in build and are adorned in bloody spikes. Blatorns have a never ending lust for blood and fresh flesh. They are excellent trackers and will hunt for flesh for hours. When in combat, they are extremely proficient in brawling. As soon as a Blatorn draws blood on a victim, he will go into a frenzy +5 to hit, +5 to damage and x2 attacks in one round. In combat they will bite with mouth or chest-mouth (a mouth centred in their chest), both doing equal damage. Blatorns have been known to be cannibalistic. Mothers frequently eat newborns, and lonesome hungry Blatorns usually start eating themselves. Blatorns prefer Hobbits and Elves for taste.



ENERGY BEING

By John Tudorovic

Number: 1

Armour: 2

Move: 6"

HD: 8+4 can be more, see below

%Lair: 0%

Treasure: None

Attacks: 2

Dmg: 3-18/3-18

MR: see below

IN: average

AL: Chaotic Neutral

Size: See below

X.P: 3000 + 12/hp

An Energy Being is a monster made out of pure energy (electrical energy). Its forms of attack are two balls of energy, one from each hand. For each ball of energy used, the Energy Being loses 2hps. As the monster loses hit points it gets smaller and smaller until there is nothing left at 0 hp. Any energy ball which misses its target simply vanishes into the air.

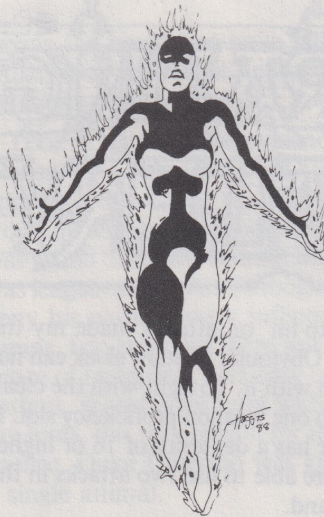
Energy Beings can only be hit by magical +2 or better weapons. Any one contacting this monster physically or with a metal weapon, which acts like a conductor, will suffer 1-10 hp of damage. This contact will also drain an extra 1 hp from the Energy being.

Magical spells which are electrical (eg: lightning bolt, call lightning, also magical items which attack with electricity) will have the reverse effect on this monster. That is if a 6th level MU casts a lightning bolt at this creature, instead of causing 6d6 damage, the Energy Being gains 6d6 hp. This can even raise the hit points of the monster above its original maximum. In a thunderstorm there is a 10% chance per day that the creature will be hit, gaining an additional 6d8 hp.

For the Energy Being's to hit roll, use the 8+4 as its HD (Thaco 12), even if their hit points reach well above this.

The size of this creature depends on how many hit points it has left. As a rule, for every 10hp the monster gains 1". At 60hp the creature should be about human size.

There will never be more than one of these creatures in the same area at any single time, since if two of them meet they will always merge together. If two of these do merge together then add their total hp together and accordingly adjust the new being's size.



Water is extremely dangerous to these creatures and they are very rarely found close to water. If they come in contact with water they will short circuit, inflicting damage to themselves. For every cubic foot of water contacted the damage taken is 1d4. This water will bubble and evaporate in 1 round.

These monsters don't have a lair or any treasure. They never sleep and tire like most creatures. They spend all their time roaming around trying to find more energy to become larger. These creatures never die of old age because they don't age.

Simulations

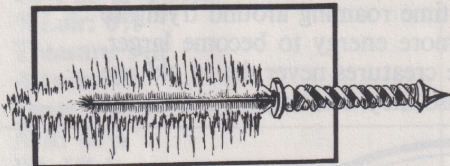
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Welcome to the first "Trading Gallery". This is a direct spinoff from the "Monster Gallery", which has stunned us all with its popularity. We began to notice that a lot of the material that was being sent in was in the area of Spells, Adventure Advice, Magic Items, Technology, Skills, Vehicles, etc. So it was that we decided to breathe life into a new column. This is it, so get writing, and not only for FANTASY. All of you SCIENCE FICTION gamers send us your best equipment as well. Anything published will gain a free issue for the writer. (as well as fame and fortune)



Name: SONIC ROD
XP: 1 500
Price: 15 000 GP
Game: AD&D
By: Damian A Lancaster

This metal rod is thicker than others and has a stud at the widest end. When the stud is pressed, a blade springs forth and the whole is equivalent to a +2 shortsword. If the rod is struck to a hard metal or stone object, or against a metal armoured opponent in combat, (on a 'to-hit' roll of 18,19, or 20) it sets up a sonic vibration. All those within 6', except the wielder, must save vs Rods, or fight at -1 'to-hit' and AC from the disturbance the sound causes. Creatures with sensitive hearing must save at -2. The ringing sound lasts for 1-2 rounds, and each such use drains one charge. The vibration will also cause 1 point of structural damage to hard stone. It cannot be recharged, and when all charges are used, the rod becomes equivalent to a normal shortsword. (Usable by any class able to use a shortsword).

Name: CLOAK OF COMBAT
XP: 1 500
Price: 12 000
Game: AD&D
By: Damian A Lancaster

This particular cloak is usually of a leathern form, with special additions. It is similar to a cloak of protection, in that it gives +1 to A.C and saves. It can only be worn by Thieves, (or Thief-Acrobat and Assassins) who are able to fight with it. Only Leather Armour and other magical protection devices can be worn with it or it loses its protection abilities, giv-



ing -2 'to-hit' on attacks made by the wearer. Obviously another cloak can not be worn with it. To fight with the cloak takes up one weapon proficiency slot. If the user has a dexterity of 16 or higher, they are able to use two attacks in the one round.

Abilities are:

- 1) Weighted corners, 1-2 damage + (Lvl + Dex)% chance to stun for 1 melee round.
- 2) Slivers of bone/ivory in hem, 1-3 damage.
- 3) As Whip, 1-2 damage and +5% chance per level to entangle as follows;
 Roll 1d6: 1 = weapon arm and weapon; 2-5 = one limb; 6 = two limbs. (no attack usually for 1 melee round, and on a 1 = 10% chance weapon dropped unless edged).
- 4) Net (against small-medium creatures only) 2% per level + DEX% of entanglement for 1-2 melee rounds.

- 5) +2 on Saving Throws vs Gases.
- 6) +5% on hide in shadows ability.

The cloak can take 15 HP's damage before being destroyed, and saves as 'leather' at +3.

Name: Spell = FIRE RINGS (Alteration)
Level: 3
Range: 60' (special)
Duration: 3 turns + 1 turn per level of the caster
Area of Effect: 1 individual (special)
Components: V,S,M
Saving Throw: None (special)
Casting Time: 5 Segments
Game: AD&D
By: Steven Underwood

Description/ This spell effects 3 intensely hot fiery rings of fire. These rings can be used to entrap an individual of small-medium size. Touching these rings causes 1d6 damage, while if the caster actually closes the rings in on the victim, the damage done is 1d6 per level of the caster. A like amount of damage occurs if the victim tries to pass through the rings. A successful save vs Spells indicates only half damage. The diameter of these rings can be a maximum of 5' to as small as the caster wishes. These rings, once cast, must stay within 60 feet of the caster or the spell expires. They can, however, move with the caster if concentration is maintained for such. The material components for this spell are three small rings, made of string, and a pinch of sulphur.



PSYKERS!

By Andrew Johnstone & Colin Taber.



Psionics can turn into the secret weapon or power in any battle. The possibility of many other psionic powers is almost a certainty, we present several here, and with a system to use to generate new 'unique' powers.

If anyone else out there has been working on new psionic abilities, please send them in for future inclusion in the Trading Gallery.

The future of humanity is in psionics, this will also stand true for most other races. Therefore, obviously psionics is part of evolution, depending on your campaign it may be a direct result of warp space, and thus chaos. But, more importantly if our future lies in psionics the abilities listed in the Warhammer 40,000 rule book can be only those that are well known. The amount there are can only be limited by the number of psykers, with it being possible that each psyker could unintentionally develop a unique power. Under these conditions, a loose structure of rules must be presented so that the situation can be dealt with by all who dare try.

Before we present this system for unique powers, we present seven new abilities, and all of the relevant information needed to use them in battle.

EMPATHY

Level 1

Psi-points 1

This ability allows the psyker to feel the emotions felt by the person in question. The person being monitored has to be within ten yards of the psyker (an extra ten yards is added on per mastery level). This skill has its main uses during campaign play, not specifically in a battle.

The emotion has to be summed up into a general group, not being to precise, eg;

anger,
revulsion,
hatred,
despair,
happiness,
contentment and guilt.



This ability takes effect immediately, requiring only seconds. If a test is needed and fails the emotions felt will be randomly generated from an even more general group. This more general group is decided by the referee. The actual emotion felt by the monitored being must be in the group chosen to make the roll in so it is still possible to get the right emotion detected.

1d4 ANGER GROUP HAPPINESS GROUP GUILT GROUP

1	anger	happiness	guilt
2-3	hatred	love	despair
4	mindless violence*	contentment	revulsion

* This emotion only exists in the Warhammer universe.

PRECOGNITION

Level 1

Psi-points 3

This enables the psyker to see the most probable future at the time the ability is used. The vision lasts for only a few seconds and if the test roll fails the psyker will only glimpse parts of

what he could have seen, resulting in a disjointed and almost uncomprehendable vision.

Once again this ability is best used in campaign play or in a Warhammer 40,000 role playing campaign (using Warhammer Fantasy Role Play as a guide for rules), but never mind some lovely ones are coming up for combat.

CLAIRVOYANCE

Level 1

Psi-points 2

Using this ability a psyker can leave his or her body in spirit form, leaving their apparently deep sleeping (or lifeless) body behind. If their body is destroyed the spirit will have to search for a vacant body (a corpse is not a vacant body), the biggest chance they have of occupying another person's body is to find another psyker and wait.

While in a spirit form the psyker may not move or harm physical things, but he may listen and watch, the best spy. Because psykers can spy, unseen and unheard in this way they will often have to deal with psyker guards either using 'Detect psychic' or they will leave their own body to stand guard (spirits see spirits). Even psykers can't see spirits without the aid of an appropriate ability.

PYROTICS

Level 3

Psi-points 6

This ability enables the psyker to raise the temperature of any dead (or

inanimate) object, such as a weapon, wall or clothing. The amount the temperature can be raised is determined by his or her will power (see the below table).

Will Power	Temperature increase (max.)
1-5	0
6-7	250
8	400
9	650
10	1400*

*Theoretically, there should be no limit.

The time taken to use such a power is one turn for every 500 degrees the temperature rises. The effect a temperature rise has on someone wearing armour, when it is the armour that is heating up that the victim can be considered dead. The area that the heat can be concentrated on is equal to one cubic meter per point of will power after a score of 5. For example someone with a will power of 8 can concentrate on heating up an area of three cubic meters.

If the test roll fails nothing happens, but the psyker may not attempt to use pyrotics for three turns.

Below is listed some temperatures that at which point cause combustion, or a phase change to the substance they are listed with (phase change: solid to liquid, or liquid to gas).

Substance	Temperature*
Carapace Armour	2000
Chainmail	1100
Charcoal	361
Cloth	260
Coal	430
Flak	350
Kerosene	260
Mesh	450
Natural Gas	620
Paper	230
Petrol	290
Powered Armour	700
Sulfur	250
Water	100

*degrees in celsius.

DETECTION OF MAGIC/PSYCHIC

Level 2

Psi-points 3

This ability allows the psyker using it to feel the nearest presence of magic (if that is what he searches for — magic is introduced into Warhammer 40,000 in Realm Of Chaos) or psychic energy. It takes but one turn and will only show a single presence of magic.

The test for this ability is done as normal. If a psyker fails the test they will not even have a vague idea of where the presence is, let alone if there is one, or how strong it is.

LEVITATION

Level 2

Psi-points 4

This skill allows the psyker to levitate their self or any number of people they choose. The main uses of this skill are moving troops over small ground obstacles, thus speeding up the movement. Examples of the obstacles we mean are 'man height' walls, wreckage or minefields.

The psyker can only move as many people (or equivalent machinery bulk) as 2 x his mastery level. Therefore a level 1 mastery psyker can move two people. The height of the levitation is limited by the psyker's level x 10. The duration being limited to mastery lev-



el x 2.5 turns. It takes one turn to rise ten yards, and also one turn to lower ten yards. The movement score of someone who is being levitated is five.

ENERGY CONTROL

Level 4

Psi-points 8

This ability is among the most powerful. It allows the psyker to directly drain electricity from weapons, vehicles and all manner of machinery. For every turn a psyker immobilises a machine by absorbing the energy he must spend eight points. There is a possibiity that during this time of intense concentration a warp creature may feed upon the energy the psyker is absorbing (which he then sends straight into warp space) and use it to come into our world and take the psyker. The chance of this happening is 5%, plus a percentage point for every other psyker in the battle area.

The largest object a psyker can drain energy from is a large vehicle (including Rhinos and Land Raiders). If the energy needed to be drained from a larger machine severa psykers would have to help.

If a test is failed the psyker will have to bear a power surge of fatal proportions. This will drain the machinery completely for two turns and kill the psyker.

THE UNIQUE POWER

To determine the psykers unique power (work on the basis that each psyker has a 10% chance of having one) we first must decide in what sphere it belongs. To do this roll on the table below D8.

Roll (D8)	Power Sphere	Cost
1	Fire	6
2	Water	6
3	Air	6
4	Earth	6
5	Psyche	8
6	Psyker	10
7	Machine	8
8	Ego	6

Fire: Causes a cone of flame (or something of similar effect) to be provided from the psyker, reaching 4 x mastery level yards. This kills any in the cone if they fail an initiative test.

The psyker does a test as per normal with no effect if he fails.

Water: The same as above, but water. Water will not incinerate someone, it will hit them with such force that if they fail their Initiative test it will blow out their lungs (assuming that it hits them head on). **Air:** The same as water, kills by blowing out the victims lungs.

Earth: Kills by crushing victims, same as above.

Psyche: Will cause a retreat by the targeted squad. When they have retreated for two turns they will regain their bearings.

Psyker: Will disable a psyker (making him unable to use any psychic abilities. This lasts for 1D4 turns, and the psyker must be within 6 x mastery level of his victim. If the test is failed nothing will happen.

Machine: Can take control of a vehicle, directing it and its weapons. This lasts for only one turn, but may be used continuously. If a test is failed nothing will happen.

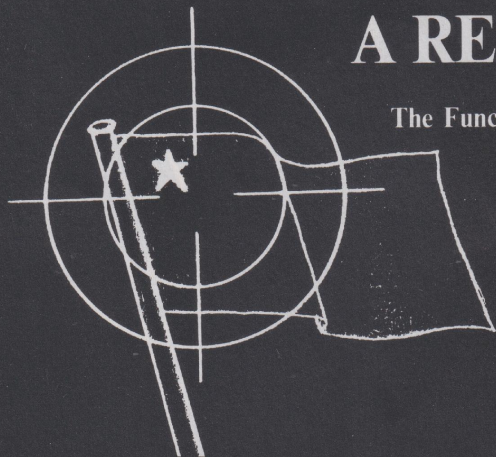
Ego: The commander (of the squad this is directed at) will lose all confidence +2 to the rout test. This lasts only one turn.

We hope you can use this system, which if we had more space could be elaborated on. But, for now this will have to do. If you have any new abilities please send them into the Trading Gallery.



A REBEL WITH A CAUSE

The Function and Place of a Freedom Cell By Colin Taber.



This article has been written with no particular science fiction game system in mind, and for that matter can probably be used in any time era. It will show the point of and structure of a freedom cell (or front), including common ways of getting what a front member wants. An obvious use is for MegaTraveller.

People are never happy with what they have got: this is human nature. When you have a large amount of people, you will have a large minority of people who are not happy (solely because they resent authority, or feel compelled to defy it as a method to hide their insecurity). It is these people, in a just society that will oppose the system, usually peacefully. But in a system that is not just, a system that knows no mercy, these people will often be part of it, and the majority will now oppose. This is the beginning of a rebellion, or at least the beginning of resistance, and will see the establishment of fronts and freedom cells.

The top priorities of a front are:

1. Security
2. Anonymity
3. Results.

Without security the front will be infiltrated with agents from the opposition. Without anonymity its members can be killed at any time, and at any place. Without results, the front will not get the support of the public, and thus will also not get badly needed new members.

The ultimate goals for members are first of all winning the battle they wage, and secondly escaping the system they are ensnared in (defecting to free nations, if free nations exist).



What is important to remember is that fronts, which are supposedly good will never be so. The motivation for setting up a front is improvement in the lifestyles of the people joining (otherwise, why join). There are fronts who are better, or more just than some, but there are fronts which will use any method to get what they want, regardless of what the general population wants. It is here that we make an important distinction, that is, between fronts and terrorist groups. A terrorist group fights for something a minority wants, a front fights for something the majority wants (there will never be a situation where a group fights on behalf of everyone). Another way to establish this distinction is, because a terrorist group has little support in the public, their attacks are more likely to affect civilians than a front's. This could be through car bombs in shopping districts, or large scale massacres.

Either way, whatever the group thinks of its support from the public, it must be careful never to cross to the other types territory. A front will not be able to sustain its popular support if it is seen bombing schools or other sympathy spots in a community.

The usual operations of fronts are to undermine the established government by crippling its resources. That is, by blowing up communication stations, fuel storage facilities, and by removing prominent opponents. These sorts of actions gain the front publicity, and usually support from the general public. But such missions take time, careful planning and cost money as well as people.

Fronts can be established by the enemies of a regime and they may have support from other nations or other organisations. With proper direction, co-ordination and weaponry most can operate in their prime, with experience, sizeable support (at home and abroad) and vast resources. In this form fronts can cause many problems, which can be of such frequency and size that they make a real impact on everyday life.

"It took engineers five days to repair all the communication cables that were slashed and burned by a chainsaw and flame thrower. This senseless act of decadent and barbaric nature was carried out by an isolated group of youths, who are said to be members of an anti-government front called 'True Faith'. One offender was captured two days ago and executed several hours later. The action of this group of renegades cut off the entire southern section of the continent Wikman on the planet Brokov from the rest of our glorious State." From The State News Service 2529AD.

Fronts have always had a security problem, and seeing as players can join fronts they should be aware of the precautions taken. At the moment fronts are thought to be as secure as possible, with only a section leader (note referee: usually a non-player character) knowing all the members of his section. Section leaders are also the only person in his section to know an outside contact with the other local sections of that front, or in some cases sections of different fronts. This system has reduced the chance of a domino effect greatly when a section member gets caught by the governing body.

Front Structure

Below is a diagram showing general structure of most fronts. There are notes at the side on resources and location.

LEADER —

Resides on the nearest border with a friendly nation.
There is one leader for each front.

SYSTEM LEADER —

Leader of a solar system.
Lives in system, in hiding.
Has a scoutship at his disposal.



PLANET LEADER —

Leader of a planet.
Co-ordinates global tactics.
Lives on planet in hiding.
Has a fighter/Scoutship at disposal.

CONTINENT LEADER —

Co-ordinates continental tactics.
Lives in hiding, on continent.
Usually based in Wilderness.
Has a Hover car at his disposal.

CITY LEADER —

Assigns missions to sections.
Based on the fringe of the city.
Has jet bike at his disposal.

SECTION LEADER —

Leads his section on missions.
Lives in normal city, normal life.
Section has 4-10 members.

SECTION MEMBERS —

Ordinary citizens, but with a will to fight and change their "peoples'" government.
The foundations of the rebellion.

If the referee wishes to choose a player character as a section leader he should choose one that has a high knowledge (or equivalent stat) and a high appearance (or equivalent). The section leader does not have to lead the section; he or she just has the contacts with other sections and fronts.

It is not advisable but it is possible to set up your own front. To do this you should select an aim, if the aim is suitable, you may be given high tech supplies by nations opposing the government. If the aim is not deemed suitable you will still receive arms, but they will not be of the same standard. All negotiations will have to go through a larger front for weapons, supplies and equipment.

Obviously this article is more relevant to some games than others, these being Star Wars, Mega Traveller and any of the Warhammer 40,000 role playing games. But do note that this opens an area usually ignored by most games and referees.

DEMON BLADES

By Michael Dyer

Do you remember the first time you found a +1 sword. What can you tell me about it....

With a little extra effort all magical items can take on a personality, unlike the +1 sword.

Blades of Cassandra

Deep within the Cassandrian Caverns the weaponsmiths ply their trade, the muted roar of earthfire counterpoint to the ringing of hammer on anvil. Here the ancient arts still survive, snares older than time, piercing the planes to entrap hapless entities, who are used, imbuing weapons with the life and soul beyond that of mortal steel.

It is said that even those of moderate ability have potential undreamed of, but which of you is willing to pay the price of knowledge.....

Softly the figure spoke to the blade held in his mailed hand. The cool clammy hilt pulsed gently in his grasp and softly the claws at the end of the talon began to glow.

Bright sparks erupting from claw to claw, the glowing intensified to pinpoints of light as the power formed in the palm, a ball of sickly decayed blue that pulsed in time to the beat of his heart.

With a soft sucking sound the power leapt down the dull silver blade, striking out at the mage, impaling him with its bolt of cold death.

Quietly the figure shuddered and sheathed the sword ... drained ... cold ... and sickened by the payment the sword asks. The glow died away.

This blade is a nameless blade, the hilt is moulded of soft leather to the blue-green, six taloned demonic hand which makes up the hilt and guard. The blade is a dull silver, seemingly grown from the palm itself, the central runnels, which channel and focus the power formed by the soul of the demon entrapped within, reflecting brightly.

AD&D	Runequest(Stormbringer)
+1 Sword	+5% to hit and parry
Intelligent	Intelligent
Magic Missile at a cost to the wielder of 1 HP per missile.	Intensity 1 Lightning Power from wielder of 1 FP/ missile
Ego: 2	Demon Within
Int: 12	Int: 12
Al: Neutral	Dex: 20
	Str: 10
	Pow: 12
	Siz: 2
	Chr: 12



Kalkadrian

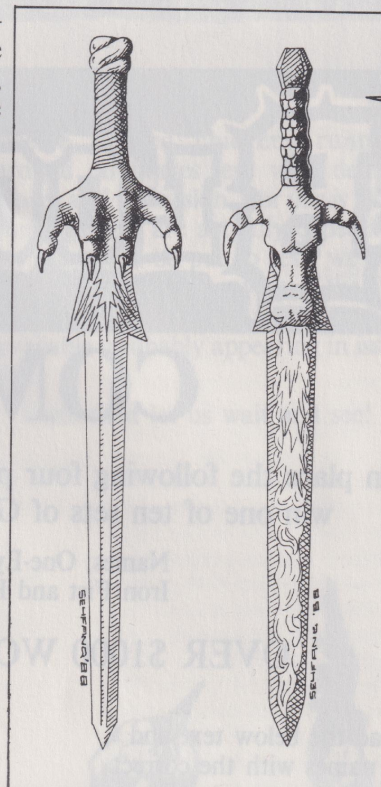
With a soft rasping of steel Marc drew Kalkadrian, the deep red metal gleaming in the half light, the soft scaled leather gripping into his palm.

Within the ivory hilt a ruddy glow awakened from the shadowed eye sockets, as if hot coals were imbedded deep in the skull.

Holding it forth, its deadly form

burst into light, flames licking the shining steel. The red glow casting the fighter's form into turbulent shadow, the heat drawing beads of sweat as the orc slowly backed away.

Lowering the blade Marc watched on warily, the small droplets of liquid fire falling into a bright flaming pool at his feet, the beads forming like condensation on the still burning sword.



AD&D	Runequest (Stormbringer)
+1 Sword Flame Brand	+5% to hit and parry
Intelligent	Intelligent
Bursts into Fire at Command, with liquid fire running down the blade, 1d6 damage bonus.	Fire Blade Spell
	Damage 1d6 bonus
	Demon within (Kalkadrian)
Ego: 2	Int: 12
Int: 12	Dex: 20
Al: Neutral	Str: 10
	Pow: 12
	Siz: 2
	Chr: 12

A MASCOT?

We want a mascot, and we want you to decide what it is!

This is a subtle competition; why subtle? Because we're giving you the chance to win lots of stuff, worth lots of money!

What do you have to do?

Not a lot really (we're just so generous), all you have to do in the first phase is the following;

Phase 1.

Write a rough description of what you think should be our mascot, also provide a rough sketch. List endearing features, and the game system it could be based in, eg. a space marine is obviously Warhammer 40,000, a troll could be from any fantasy game, etc.

Phase 2.

Once we have these in they will be published (with new pictures where needed) and the readers will be asked to vote on each. The 'would be' mascots will then have their votes tallied and the winner will be decided. This creature will then become the property of Planar Games (including copyright) and the originator of the creature will win all of the above fabulous prizes!

WIN

- 1 copy of Games Workshop's new Dark Future game,
- Warhammer Fantasy Role Play,
- Warhammer Fantasy Battle,
- Warhammer 40,000,
- a box of Plastic space marines from Citadel Miniatures,
- and a 1 year subscription to Australian Realms.

How long is all this going to take, well if you get cracking we'll print the proposed mascots in issue 7. We'll then allow for two months of polling time, with the final results (and winners name) being published in issue 9.

A word on the quality of drawings of your proposed mascot, it's not important. We are assuming that our artists will have to redraw most, or all of them anyway so they can get a better quality print at the printers.

It is also quite possible that we will have a number of people send in entries that are very similar, this is why you should personalize your entry so as to make it unique. We do stress that we aren't expecting to get any that are exactly the same. So if you send in a dragon, and so does someone else, but they win it won't be because of their picture, it will be because of the personality.

When on your quest for the perfect mascot do remember that we would like something which is easily recognizable. For example Dragon, if it had to have a mascot would probably have a dragon, while White Dwarf has a dwarf. But, while we're on this train of thought, we wouldn't want to see any lumps of red rock representing Australia, or part of a Realm, thank you.

BLOOD BOWL™

COMPETITION

If you can place the following four player's names with the position taken by the players, you can win one of ten sets of Games Workshop's new revised Blood Bowl game.

Names; One-Eye, Bumble, Iron Fist and Hammerbrow. Positions; Blocker, Catcher, Lineman and Thrower.

OVER \$1000 WORTH OF BLOOD BOWL TO BE WON!

Just read the below text and match the names with the correct positions.

The first Quarter had been fast and furious, no less than four players had pulped each other in a touchdown scramble. The four casualties each had their own comments to make, and the newshounds were already sniffing around the injury boxes.

"OK guys, tell me about it, how did the match go?" Dave Slimeball of the Daily Dregs could sense he was onto a big story.

"Wot a game!!" grunted One-Eye, "We all got to maim or crunch at least one other player hur hur hur..."

"I KO'd a Lineman" screeched Bumble, jumping up and down in excitement "just as he was about to reach the endzone too!!"

"About gruddin' time" muttered Iron Fist, nursing a broken arm, "dat stonkin great Lineman mussed up me arm a minute earlier...Hammerbrow completely trashed the little Catcher a bit later anyhow.."

"Wicked" sneered One-Eye, "and foul play of the game must go to that Blitzter; usin' a Blockers' head to score a touchdown indeed!!"

The first ten correct, or nearest to correct answers drawn will win a copy of Blood Bowl. Entries should

By Pete Knifton



reach us no later than the 1st of December, the winners names will be published in issue 7. Runner up prizes will also be awarded.

Employees of Planar Games and their families may not enter. Prizes and artwork supplied by Games Workshop.

Send answers to Planar Games (Blood Bowl Competition)
P.O.Box 438 Willetton, Western Australia
6155.

LETTERS



Every month a "best" letter will be chosen, and the writer will receive a free six month subscription (or six month extension if you have already subscribed).

*Alex Jennings,
Norwood, S.A.*

Boy was I surprised to find Realms at the newsagent. Great magazine, though I would like more 40K. The cover of issue 4 was better than issue 3's (even though it wasn't 40K), it has actually interested me in science fiction roleplaying for the first time! It's a shame that there are still no good SF RPG's (yes, Traveller does stink). Is the painting from a SFRPG, or what? Anyway, looking forward to future issues.

The amount of 40K we plan to publish depends on demand. At the moment two articles on 40K (not counting the other Warhammers, or reviews) an issue is our aim, but we do have an acute shortage of articles on Warhammer 40,000 (actually we don't have any!). So please, if anyone out there considers themselves even mildly capable of writing a Warhammer 40,000 article, do so, and send it in.

*Steven Black,
Swanview, W.A.*

Great magazine, so far your doing Australia proud (don't get to cocky).

I have only two negative points about your mag. Firstly there is too much emphasis paid to AD&D and secondly the artwork could be better, though it seems to be improving as the cover to issue 3 was tops.

Good points about your mag are the previews, it's good to get an evaluation of products available on the market. I particularly liked the articles on Warhammer 40,000 and Australia-Gamma Style, I don't play either though I found the extremely interesting reading.

Overall I think your mag is great and I look forward to future issues.

*c/o Planar Games
P.O. Box 438, Willetton
W.A. 6155.*

*James Irving,
Mulgrave, Vic.*

Included in this letter are three monsters, which you might like to include in Australian Realms. I hope you can use them for something (the tinder for a fire maybe?). By the way — I reckon your mag's a top idea. I can't wait to get my hands on the next issue!

This letter is like many others we receive with monsters attached, so all the people who want to send (or have already sent) something in, we draw your attention to the Trading Gallery. This will deal in all manner of things, from spells, to psionics and weaponry for all games.

*Dave Farrow,
Mascot, N.S.W.*

Just a quick note about your wonderful mag. Did you know that Issue 4 of your magazine has 29 pages of text, compared to 27 pages in White Dwarf 104. This makes your mag better value, especially with a price two thirds of White Dwarf. This is also a favourable ratio to Dragon Magazine, with 48 pages of text to your 29, considering you are half the price.

Keep up the good work it's about time we had an Australian magazine.

We're glad someone noticed that the ratio goes in our favour. But it's difficult trying to get everyone else to realise this, spread the word!

*Delson,
Bentley, W.A.*

Congratulations on surviving yet another issue of Australian Realms, and good to see that you are listening to your readers to see what games they want covered. I particularly liked the article on Rolemaster.

I have had a look at the rules for Rolemaster, having bought many of the Middle Earth modules for my Chivalry & Sorcery game, and it is good to see someone tackle an article on this complex game. Perhaps you could devote one article per issue to exploring the tricks and traps of some of the not-too-common games, so that people who wanted to get into these games could see what they are all about. Possibilities for this include Chivalry & Sorcery (my favourite), GURPS, Harnmaster, Traveller 2300, Pendragon, etc.

My only gripe is that you should try to not concentrate on one game too much in any issue. If you have many articles for a particular game, then break them up over a number of issues. I'd rather see one Warhammer 40,000 article in each of six issues, than six Warhammer 40,000 articles in one issue. Best of luck with the next issue.

We take it that you are referring to issue 3 with two articles on Warhammer 40,000 and the reviews also centring around that game. This was not a fluke or bad compiling of what articles went in, this was part of the format changes. From now on the two games which get the most space in this magazine (according to the readers poll) will be Advanced Dungeons & Dragons and Warhammer 40,000.

DEVICES FOR LOYAL CITIZENS

Innovative experimental devices from the fun loving guys at R&D for Paranoia.

By David Schneider

Are you having problems finding enough experimental equipment for your cannon fodder...er, trouble shooters to play with? Fear not! Your friend The Computer has been preparing for this and has had the loyal and enthusiastic staff of BOM Sector Research & Development producing new and exciting equipment. Rejoice in the knowledge that The Computer takes such care for security clearance ULTRAVIOLET's like yourselves. If you are not security clearance ULTRAVIOLET you should not be reading this and I draw your attention to the following.

WARNING: Knowledge or possession of the contents of this document by any citizen of security clearance VIOLET or lower constitutes treason and is punishable by summary execution, or three days in political therapy, so don't try it.

Experimental Devices

1. Hand Grenade BOM-R&D-73-13

This is a new type of hand grenade with a new type of explosive, metal body, and detonation device.

However, there are a few minor flaws in the grenade which are:

— The explosive used is a little unstable and may do any of the following. (1) Explode as soon as the pin is pulled. (2) Explode before it reaches the target, or if the PC is getting on your nerves...(3) Explode while he or she is still carrying it.

— The detonation device is magnetic which wouldn't be so bad if it wasn't for the fact that the new metal casing magnetises very easily. This means the grenade has a bad habit of sticking to metal objects. Sometimes the pin sticks in the grenade and other times when the grenade is pulled from a metal object the pin is not.

2. Rocket Assisted Transport Boots BOM-R&D-M7-07

What these amount to are a pair of roller skates with small rocket engines on either side, to provide thrust, controlled by a special belt system.

Any courageous citizen who tests these will have to make an agility check or fall flat on their back and be wizzed around the place by the rockets (column 4 on the damage table).

If the troubleshooter makes the agility check, he will remain on his feet, tearing down the corridor at break-neck speed. At about this point he should discover that the steering controls do not work, or for that matter do the brakes or the 'off' button work.

So our troubleshooter will continue on until he hits something (column 6 damage) or someone shoots him.

3. Super Adhesive Spray BOM-R&D-91-40

This adhesive comes in an aerosol spray can (Hydrocarbon) and the glue is sprayed on what you want glued (couldn't be more simple).

The adhesive will glue anything in two seconds flat, ANYTHING! eg, metal, plastic, wood, flesh, hair, etc. The spray is also highly toxic, so anyone who gets too close will have to roll on damage column 7.

If PC's wise up and put on gas masks the can will blow up, gluing the remnants of the can and anything else that's too close (eg, wall, floor, other PC's, etc) to the PC's hand.

4. Portable Audio Recording & Playback Device BOM-R&D-31-84





To all intents and purposes this is a ghettoblaster. It has the 'record', 'playback', 'fast forward', 'rewind' and 'eject' functions. It also has one 48 hour tape, about the size of a novel. The device is about 1 meter long, 30cm wide and 30cm high.

Any character who has this will have to put it down before being able to partake in any combat. The device has its own inbuilt power supply and so doesn't need any power cords. Another point of interest is that it has no 'off' or 'stop' buttons. Once the tape has been started the only ways to stop it are to let the tape run to the end where it will stop automatically, eject the tape (which R&D will order them not to do), or destroy the device (destruction of valuable computer property is treason).

There is only one volume. LOUD! Should any traitor decide to eject the cassette it will be thrown out with such force that it will be destroyed when it hits something (what did R&D say?).

If the PC's opt to play the tape and not record over it, they will discover it has Teela O'Malley's top pro-computer hits on it.

5. Computer Odds Calculator BOM-R&D-42-107

This device is carried by the troubleshooters as a back pack. It has microphones to pick up questions and speakers to reply with. The device is supposed to work like this:

TROUBLESHOOTER: "Coc, what's my chance of being killed on this mission?"

COC: "One hundred percent I'm afraid."

TROUBLESHOOTER:
"Arrrrrrgghhh!"

Unfortunately the computers bot brain is manically depressed (Remember Marvin from Hitch Hikers Guide to the Galaxy?).

It will always give the lowest possible odds for success and the highest possible for failure, and wherever possible will accompany the odds with unhelpful statements.

TROUBLESHOOTER: "Coc, what's the chance of us sneaking past that guard?"

COC: "So low that you might as well just turn yourselves in now and save everyone some trouble. Here, I'll do it for you. GUARD, HEY GUARD!"

6. Anti-light Goggles BOM-R&D-73-47

Otherwise known as ordinary sun glasses. There is a 2% cumulative chance per combat that the lens will fall out and break, resulting in a fine from R&D.

7. X-ray Goggles BOM-R&D-27-32

These look like anti-light goggles and do not work. Anyone wearing them will be blinded until they are removed.

8. Plasti-rope Variant BOM-R&D-54-48

This is eleven metres of plastic rope which (believe it or not) is just like normal rope.

9. Experimental Bot Body BOM-R&D-27/82-12

Anyone who volunteers for this is taken away, has their brain removed and placed in a bot body. Activate the next clone.

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LEADING

LEAD

By Colin Taber.

Miniatures are becoming more and more an integral part of the Australian hobby. Firstly, because Grenadier miniatures are produced in New Zealand and are relatively cheap, and secondly because of Citadel's miniatures and the Warhammer games that they are made for.

In this article (which will become a column if the readers desire it) we will cover the following;

1. Where to get your miniatures from.
2. Where to get your paints and brushes from.
3. How to clean a miniature.
4. How to go about painting a miniature.

There is too much information for this small article, so each section will be made as brief as possible (we will try not to sacrifice important information).

1. WHERE TO GET YOUR MINIATURES FROM.

This section will list the shop with the best range for every city. If you would care to dispute this, or your city has not got a shop listed please write to us about it.

Adelaide — The Hobby Shop 232 1782.
Brisbane — Napoleon's Military Bookshop — 229 1903.

Melbourne — Mind Games (city) — 663 4603.
Perth — Tactics — 321 4860.
Sydney — Mind Games (city) — 281 3517.
New Zealand — London Bookshops.

Please take note that we are not talking about (historical) wargaming miniatures. The miniatures we are talking about are used for roleplaying and the Warhammer games. The miniature brand names included then are; Citadel Miniatures, Grenadier and Ral Partha. All of these companies make a good range of fine quality fantasy miniatures. Citadel also does miniatures for its Warhammer 40,000 game, and Grenadier do ranges for other major games. Ral Partha has been doing figures for Battletech for some time now, but these are now produced locally, reducing the price. Ral Partha is also the new licensee for doing the AD&D, Forgotten Realms and Dragonlance miniatures.

2. WHERE TO GET YOUR PAINTS AND BRUSHES FROM.

Adelaide — The Hobby Shop — 232 1782.
Brisbane — Napoleon's Military Bookshop — 229 1903.
Melbourne — Mind Games (city) — 663 4603.

Perth — Simulations 481 5991.
Sydney — Mind Games (city) — 281 3517.

3. HOW TO CLEAN A MINIATURE.

There are two kinds of miniatures, the lead miniatures and the plastic miniatures. Plastic miniatures require little cleaning. They should be washed in hot soapy water (to remove paint resistant coatings they acquire during their production phase. Both types also have what we call flash (plastics to a lesser degree), this is excess lead or plastic along the joins of the mould. Metal miniatures also have thin bits of lead trailing away from the miniature, this is to make sure all the air is removed during the casting process. To have flash and the marking of ventilation channels is good, it shows that your miniature has been produced well. All of this has to be removed before painting, it does not take long, and if done well you will not have known that it was there. Take a modelling knife (or a scapel, or small file), and cut off the flash. You will have to be careful that you don't cut away any detailed parts of the miniature.

4. HOW TO GO ABOUT PAINTING A MINIATURE.

Most people use a 00 or 000 brush to paint miniatures, whatever you use (and it's just a matter of getting use to whatever you prefer) you will have to take good care of it. Always wash a brush, always make sure it is not standing up on its bristles, and always keep an eye on the tip, trimming stray bristles if you need to. Now, let's start painting!

First we undercoat it, then there are three main methods to use for the actual painting process.

A lot has been said about undercoating. Some people will tell you that a white undercoat is best, some will say black, and some will say area undercoating is best. Which one to use? Experiment with all three. Black and white undercoating involves covering the figure in a thin coat of paint, while



area undercoating restricts colour to areas. For example, to undercoat a miniature in areas might mean doing all flesh red, the robe (which we want to be red) black or brown, and the beard grey. Once this is done we now look at the three main styles of painting.

WASHES: To do a wash you will need either inks or watered down paint (if acrylics). The wash is usually a darker colour than what you are going to put it on, for example a dark blue wash on a light blue or perhaps white tunic. The wash flows into the creases of the area to be coloured and will then dry leaving the pigment in the deeper areas, giving depth and shading to miniatures. When a wash is done, be careful that you don't put some of the mix where it is not wanted or you may ruin some previously finished parts of the figure.

DRY BRUSHING: This is a very simple way to go about painting a figure. All that is involved is putting a lighter shade of the base colour (the paint on the figure) on to the brush, then draw the brush along newspaper or waste paper to draw off most of the paint (use an old brush). When you are at the stage of drawing the brush along paper and you no longer have a continuous line of paint, it being broken into spots and patches, the brush can be used for dry brushing. To do this draw the brush along the surface of the area on the figure you would like

to be dry brushed. If all works well small parts of the semi-dry paint will be deposited on the high ridges and raised areas of the figure, giving it a three dimensional look.

LAYERING: This involves the base colour being applied in a darker-shade than wanted, you then lighten the paint (on your mixing tray) with a lighter colour eg. yellow or perhaps white. With this slightly lighter shade of paint again apply the paint to the miniature, this time paint in a similar way as in dry brushing, leaving the deep parts of the miniature free of the new paint. You must add a new layer of a lighter shade several times, each time the new shade covering less area than the previous did. Eventually you will have a very smooth, blended looking paint job. This is by far the best way to get good results, when experienced only three or four layers will be needed compared to your usual five or six.

The Miniatures

The adjacent miniatures were painted by Colin Taber, featured in the photograph are two 'Space Rats'. These Skaven have been converted for use in Warhammer 40,000 by merely adding some of the plastic limbs in the Space Marines box by Citadel. Going from left to right and down the page we have the following miniatures;

Skaven 40K conversion — Citadel
Warped Marine conversion — Citadel

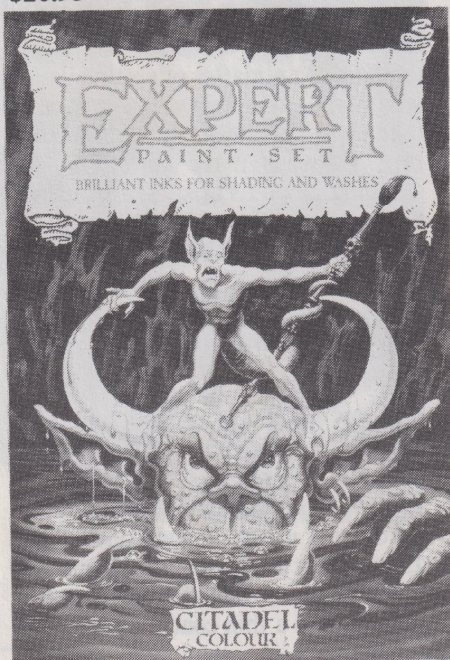
Skaven 40K conversion — Citadel
Frost Giant — Grenadier
Fighter — Citadel
Wizard — Citadel
Orc — Grenadier (the green variety)
Fighter — Citadel
Mage — Grenadier
Squat — Citadel
Wounded Marine — Citadel
Eldar Walker — Citadel
Paranoia Troops — Grenadier
Jenell (Gamma World) — Grenadier

The Skaven conversions and associated rules for Warhammer 40,000 are featured in issue 3 of Realms. The Orc is of the green 'Warhammer' variety, we will have a 'D&D' variety ready if this should become a column. If you would like to see this become a column please write us a letter, addressing it to 'Lead c/o Realms' the rest the same as usual. The frost giant is a Grenadier miniature, but on a Citadel base. Jenell is here in all her glory (but without her Genesis stripes) brought to you at great expense to our time travel department from the Phase of Reason; "We hope you enjoyed your trip Jenell"
"Grrrr....."
"Bicky for Jenell?"
"KKRRAZAAPP!!"

Colin might be back next month, depending on whether he will fit into the bucket we're now scraping him into... Oh! and also if we get enough mail asking for him. What's the number for dial a 29th level Cleric?

Reviews

EXPERT PAINT SET By Citadel/Games Workshop \$26.95



I'm glad someone has brought this out. Paints, regardless of whether you use acrylics or enamels, have a huge range of brands, types and colours. But inks, and in particular, inks suited for miniatures to use for glazing and washes were non-existent, until now.

This set rounds out the Citadel colour range well, the only drawback being as per usual the price associated with Citadel, and all Games Workshop products. The paints not only come in a good box but are packed in a plastic container, contoured so the ink bottles sit well, as well as allowing numerous mixing tray areas. Usually if I had bought a paint set as such I would throw away the plastic tray as it is not strong enough. But this Citadel tray is very sturdy indeed!

The inks themselves are in small plastic bottles, but considering the amount needed, they should last for a very long time. The bottles use an 'eye dropper' type nozzle to get the ink out, which rules out the possibility of spilling red ink all over mothers white sofa (darn! Painting will never be the same!).

Overall they are a great asset to any painter. But be warned, they take some getting use to, and don't like some paints. These are definitely not a necessity to any painter, but they do save time and if you don't like painting miniatures like me (but get wrapped into it because you bought some, a game or you owe someone) they will be handy.

Overall — 7
Reviewed by Colin Taber.



AUSTRALIAN REALMS

ISSUE 5

The November issue contains:

- Leading Lead — a look at miniatures in colour
- Divinist Character class for AD&D
- Runequest
- Psykers! — for Warhammer 40,000
- Competitions giving away \$1500 worth of Games Workshop games.

ISSUE 6 — DECEMBER

- A look at modules
- Miniatures
- AD&D
- Warhammer
- Elemental Mage for AD & D
- Competitions and all our regular columns and departments

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